Educational Software

ADDITION AND SUBTRACTION OF WHOLE NUMBERS

Orange Cherry Software

PROGRAM GUIDE

ADDITION AND SUBTRACTION OF WHOLE NUMBERS

Series consists of the following titles:

* ADDITION SUMS TO 10
* SUBTRACTION DIFFERENCES TO 10
* SUMS AND DIFFERENCES TO 30
* WORD PROBLEMS WITH ADDITION AND SUBTRACTION

Orange Cherry Software®

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INTRODUCTION

ADDITION AND SUBTRACTION OF WHOLE NUMBERS is a set designed to help youngsters develop basic math skills in an effective and enjoyable way. In each program a menu is presented, allowing the student or teacher to select the level of difficulty. Test questions are cleverly presented and the computer calculates right and wrong answers. If wrong answers are given, the student is given the opportunity to try again. If the student scores poorly on a section, a review section is presented, showing the principles used to solve the problems.

OBJECTIVES

The basic objectives of ADDITION AND SUBTRACTION OF WHOLE NUMBERS are:

1. Conceptual objectives:
   Users should become aware of the concepts of addition and subtraction. They should understand the meaning of the plus and minus signs.

2. Skill objectives:
   Users should become proficient with adding and subtracting numbers up to 30. They should be able to use these skills in a practical way to solve problems.

NOTE: Problems may vary slightly from those presented in this teacher's guide.

ADDITION SUMS TO 10

The computer introduces itself and asks the student to type his or her name. A menu of four choices is presented, and the student is asked to select one. Each choice consists of a quiz and a review section. The student is sent to the review section only if he or she scores badly on the quiz. The review is the same in each section. The choices are:

1. ADDING NUMBERS 1-5 (FISH)
2. ADDING NUMBERS 6-10 (LOLLIPOPS)
3. ADDING NUMBERS 1-10 (HOUSES)
4. COUNTING AND ADDING 1-10

CHOICE #1. ADDING NUMBERS 1-5 (FISH)

1. Pick the fish which adds up to 4....
   A. 4+1= B. 3+1= C. 2+1=

2. Pick the fish which adds up to 3....
   A. 2+1= B. 3+1= C. 1+1=

3. Pick the fish which adds up to 2....
   A. 2+1= B. 4+1= C. 1+1=

4. Pick the fish which adds up to 5....
   A. 2+1= B. 4+1= C. 1+1=

5. Pick the fish which adds up to 4....
   A. 4+1= B. 2+2= C. 1+1=

REVIEW SECTION

1+1=2	3+2=5	4+3=7	5+4=9	5+5=10
2+1=3	4+1=5	5+2=7	6+3=9	6+4=10
2+2=4	3+3=6	6+1=7	7+2=9	7+3=10
3+1=4	4+2=6	4+4=8	8+1=9	8+2=10
	5+1=6	5+3=8		9+1=10
		6+2=8		
		7+1=8		

CHOICE #2. ADDING NUMBERS 6-10 (LOLLIPOPS)

1. Pick the lollipop that adds up to 6....
   A. 2+3= B. 4+2= C. 4+3=

2. Pick the lollipop that adds up to 9....
   A. 5+4= B. 4+4= C. 5+2=

3. Pick the lollipop that adds up to 7....
   A. 4+2= B. 5+4= C. 4+3=

4. Pick the lollipop that adds up to 10....
   A. 5+4= B. 6+4= C. 6+5=

5. Pick the lollipop that adds up to 8....
   A. 4+4= B. 5+4= C. 6+1=

The review is the same as the review in the first section.

CHOICE #3. ADDING NUMBERS 1-10 (HOUSES)

1. Add the numbers in the windows....
   1+1=

2. Add the numbers in the windows....
   2+1=

3. Add the numbers in the windows....
   4+2=

4. Add the numbers in the windows....
   2+2=

5. Add the numbers in the windows....
   5+2=

CHOICE #4. COUNTING AND ADDING 1-10

1. Count the number of hearts in the box and add to the number shown at the right....(6+1=)

2. Count the number of dogs in the box and add to the number shown at the right....(5+3=)

3. Count the number of X's in the box and add to the number shown at the right....(5+2=)

4. Count the number of trees in the box and add to the number shown at the right....(6+3=)

5. Count the number of stars in the box and add to the number shown at the right....(3+7=)

SUBTRACTION DIFFERENCES TO 10

The computer introduces itself and asks the student to type his or her name. A menu of four choices is presented, and the student is asked to select one. Each choice consists of a quiz and a review section. The student is sent to the review section only if he or she scores badly on the quiz. The review is the same in each section. The choices are:

1. SUBTRACTING NUMBERS (1-5)
2. SUBTRACTING NUMBERS (6-10)
3. SUBTRACTING NUMBERS (1-10)
4. COUNTING AND SUBTRACTING (1-10)

CHOICE #1. SUBTRACTING NUMBERS (1-5)

1. Pick the car that is the same as 4....
   A. 4-1= B. 5-1= C. 2-1=

2. Pick the car that is the same as 3....
   A. 5-2= B. 4-2= C. 3-2=

3. Pick the car that is the same as 2....
   A. 3-1= B. 2-1= C. 4-2=

4. Pick the car that is the same as 1....
   A. 5-2= B. 5-4= C. 5-2=

5. Pick the car that is the same as 1....
   A. 6-2= B. 4-3= C. 4-2=

REVIEW SECTION

A. The sign - means minus. Minus means take away.
2-1= Start with 2 and take away 1...

B.

2-1=1	9-6=3	7-2=5	8-1=7
5-4=1	5-1=4	8-3=5	9-2=7
8-7=1	7-3=4	7-1=6	10-3=7
3-1=2	9-5=4	8-2=6	9-1=8
6-4=1	6-7=5	9-3=6	10-2=8
			10-1=9

CHOICE #2. SUBTRACTING NUMBERS (6-10)

1. Pick the boat that is the same as 6....
A. 9-4= B. 9-3= C. 8-3=

2. Pick the boat that is the same as 3....
A. 6-3= B. 7-2= C. 8-4=

3. Pick the boat that is the same as 5....
A. 7-3= B. 6-2= C. 9-4=

4. Pick the boat that is the same as 2....
A. 9-5= B. 8-6= C. 4-1=

5. Pick the boat that is the same as 8....
A. 9-1= B. 7-1= C. 6-1=

CHOICE #3. SUBTRACTING NUMBERS (1-10)

1. Subtract the numbers in the windows....
(3-1=)

2. Subtract the numbers in the windows....
(4-3=)

3. Subtract the numbers in the windows....
(5-2=)

4. Subtract the numbers in the windows....
(8-4=)

5. Subtract the numbers in the windows....
(9-3=)

CHOICE #4. COUNTING AND SUBTRACTING (1-10)

1. Count the number of stars in the box and subtract the number shown at the right...(4-1=)

2. Count the number of dogs in the box and subtract the number shown at the right...(5-3=)

3. Count the number of X's in the box and subtract the number shown at the right...(6-5=)

4. Count the number of arrows in the box and subtract the number shown at the right...(8-6=)

5. Count the number of hearts in the box and subtract the number shown at the right..(10-7=)

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INSTRUCTIONS FOR:

- Commodore 64 and Pet Diskettes.
- Pet 2000, Pet 4000 Series tapes
- TRS-80 Model III and IV Disks and Cassettes
- TRS-80 Model I Cassettes
- Using Orange Cherry Disk Software on TRS model III Network Computers
- IBM, PC and PC Jr. Disks
- Atari Cassettes and Diskettes
- Playing Diskettes with Apple II Plus, Apple IIE & Apple IIC Computers

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INSTRUCTIONS FOR USING COMMODORE 64 AND PET DISKETTES:

A. TO DISPLAY A DIRECTORY (list of programs on disk):
   1. Turn computer ON.
   2. Turn disk drive ON.
   3. When red light goes off, insert diskette and close the drive door.
   4. Type LOAD "$", 8 and press RETURN.
   5. When screen says READY, type LIST and press RETURN.

B. TO LOAD AND RUN A PROGRAM:
   1. Display directory as explained above.
   2. Choose the program you want to use.
   3. Type LOAD "PROGRAM NAME", 8 (The "PROGRAM NAME" is the program you choose, spelled exactly as it appears in the directory.)
   4. Press RETURN and wait for drive to finish loading your program.
   5. Type RUN and press RETURN.
   6. To use another program on the same disk, display directory and load program as explained above.

C. *Alternate Instructions:* for some programs type LOAD "*", 8 and press RETURN. Then type RUN.
   Other Alternate Instructions: for some programs type LOAD "*", 8,1 and press RETURN.

INSTRUCTIONS FOR USING PET 2000 or 4000 SERIES CASSETTES ON PET OR COMMODORE-64

1. Turn computer ON.
2. When the computer displays the READY prompt, put the cassette into the tape player. (Make sure the cassette is rewound.) DON'T PRESS ANY BUTTONS YET!
3. Type LOAD and press RETURN.
4. The computer will then tell you to PRESS PLAY ON TAPE NO. 1.
5. Press PLAY button on tape player.
6. It can take up to six minutes for a program to load. The computer will tell you if it is loading.
7. When the program is loaded, the READY prompt will be displayed. Type RUN and press RETURN.
8. When the program ends, the READY prompt will appear. You can either run the program again or shut the computer off.

INSTRUCTIONS FOR USING TRS-80 MODEL III and IV CASSETTES:

1. Make sure the cassette cable is connected to the computer and the cassette recorder.
   a. The black plug connects into the EAR jack.
   b. The gray plug connects into the AUX jack.
   c. The gray mini-plug connects into the REM jack.
2. While holding down the BREAK key, turn the computer ON.
3. When CASS? appears, press L.
4. When MEMORY SIZE? appears, press ENTER.
5. Insert cassette into the cassette recorder so that the label is face up.
6. a. Make sure the cassette is completely rewound.
   b. Make sure the volume level is approximately 6.
7. Press the play button on the cassette recorder.
8. Type CLOAD and press ENTER.
9. Two asterisks (**) will appear in the upper right corner of the video display.
10. When the program is loaded, the asterisks will stop flashing and READY prompt will appear.
11. Type RUN and press ENTER.

INSTRUCTIONS FOR USING TRS-80 MODEL III and IV DISKETTES:

1. Turn computer ON and wait for disk drive light to go out.
2. Insert diskette into the bottom drive. Close the drive door.
3. Press the RESET button.
4. Program should automatically load and run.

INSTRUCTIONS FOR USING TRS-80 MODEL 1 CASSETTES:

1. Make sure the cassette cable is connected to the computer and the cassette recorder.
   a. The black plug connects into the EAR jack.
   b. The gray plug connects into the AUX jack.
   c. The gray mini-plug connects into the REM jack.
2. Turn video display and computer ON.
3. When MEM SIZE? appears, press ENTER.
4. Insert cassette into the cassette recorder so that the label is face up.
5. a. Make sure the cassette is completely rewound.
   b. Make sure the volume level is approximately 6.
6. Press the play button on the cassette recorder.
7. Type CLOAD and press ENTER.
8. Two asterisks (**) will appear in the upper right corner of the video display.
9. When the program is loaded, the asterisks will stop flashing and the READY prompt will appear.
10. Type RUN and press ENTER.

INSTRUCTIONS FOR USING TRS-80 MODEL III/IV NETWORK 1/NETWORK 3 DISKETTES:

* DOS Disk & Program must remain in host
* Some programs will not run if host or peripherals have only 16K memory

Model II — Network System

On host computer	— boot up machine with 1.3 Dos
Type LOAD "filename"	— filename is the catalog number
Type CSAVE "A"	— use A or some letter of your choice
On students computer	
Type CLOAD	— two cursors will flash in the upper right hand corner. When they stop—type RUN.

Model III — Network System

Boot up host machine with 1.3 Dos
Type in HOST
Keep Dos disk in drive 0 and place program disk in drive 1

On students computer	— boot up with 1.3 Dos
Type DSTUDENT	
Type NBASIC	— filename is catalog #
Type RUN "filename"	

INSTRUCTIONS FOR USING IBM PC AND PC JR. DISKETTES:

1. Insert your Dos Disk.
2. Turn computer & monitor on.
3. Press Return key twice (for date and time questions).
4. At prompt, type BASICA, press return key.
5. Remove Dos Disk.
6. Replace with OCM disk.
7. Type RUN "MENU", press return key (unless otherwise stated).
8. OCM Disk should load and begin to run at this point.

*These are not "automatic load" disks because IBM will not allow us to place their DOS on a disk for sale. However, you are allowed to use the DOS disk which came with your machine to load our software.

INSTRUCTIONS FOR USING ATARI CASSETTES AND DISKETTES:

A. LOADING ATARI CASSETTE:
   1. Insert BASIC cartridge (if you need it) into the computer.
   2. Turn computer ON.
   3. Insert the cassette into the program recorder. Rewind the cassette if necessary. Remove the cassette and carefully advance the tape using a pencil in a counter-clockwise motion in the right-hand spool slot until the leader has passed the bottom opening. Replace the cassette into the recorder.
   4. Press PLAY on the recorder. The computer should be displaying the READY prompt. Type CLOAD and press RETURN twice. When the program is loaded, READY will appear once again.
   5. Type RUN and press RETURN.

B. LOADING ATARI DISKETTE:
   1. Be sure the computer is turned OFF.
   2. Insert the BASIC cartridge (if you need it) into the computer.
   3. Turn the disk drive ON. When the BUSY light goes out, open the drive door and insert the program diskette. Close the drive door.
   4. Turn the computer ON.
   5. Program should automatically load and run.

INSTRUCTIONS FOR USING APPLE II$^+$, IIe, and IIc DISKETTES:

1. Insert the diskette into drive #1. Close the drive door.
2. Turn computer ON.
3. You will see the diskette drive light come on while DOS is being read, (you may hear some clicks and whirs).
4. Program should automatically load and run.

SUMS AND DIFFERENCES TO 30

The computer introduces itself and asks the student to type his or her name. A menu of four choices is presented, and the student is asked to select one. Each choice consists of a quiz section which is scored automatically. The choices are:

1. ADDING NUMBERS (LEVEL I)
2. ADDING NUMBERS (LEVEL II)
3. SUBTRACTING NUMBERS (LEVEL I)
4. SUBTRACTING NUMBERS (LEVEL II)

CHOICE #1. ADDING NUMBERS (LEVEL I)

				ANSWER
1. 12 + 4	A. 18	B. 26	C. 16	C
2. 13 + 3	A. 16	B. 25	C. 14	A
3. 12 + 7	A. 18	B. 19	C. 29	B
4. 19 + 1	A. 18	B. 20	C. 29	B
5. 15 + 5	A. 20	B. 21	C. 25	A
6. 12 + 8	A. 22	B. 21	C. 20	C
7. 11 + 7	A. 18	B. 21	C. 20	A
8. 13 + 6	A. 29	B. 19	C. 20	B

9.	10 +10	A. 15	B. 21	C. 20	C
10.	11 + 9	A. 22	B. 20	C. 18	B

CHOICE #2. ADDING NUMBERS (LEVEL II)

					ANSWER
1.	21 + 9	A. 30	B. 32	C. 20	A
2.	19 + 9	A. 24	B. 39	C. 28	C
3.	24 + 5	A. 31	B. 29	C. 20	B
4.	16 + 9	A. 25	B. 30	C. 35	A
5.	15 +14	A. 29	B. 31	C. 22	A
6.	13 +17	A. 35	B. 30	C. 25	B
7.	14 +14	A. 32	B. 40	C. 28	C
8.	18 +11	A. 29	B. 44	C. 32	A
9.	19 +11	A. 30	B. 29	C. 32	A
10.	17 + 9	A. 35	B. 29	C. 26	C

CHOICE #3. SUBTRACTING NUMBERS (LEVEL I)

					ANSWER
1.	15 - 5	A. 15	B. 10	C. 25	B
2.	21 - 6	A. 15	B. 10	C. 25	A
3.	25 - 6	A. 18	B. 15	C. 19	C
4.	18 - 9	A. 9	B. 10	C. 13	A
5.	22 -11	A. 12	B. 11	C. 13	B
6.	28 -14	A. 15	B. 24	C. 14	C
7.	24 -16	A. 16	B. 8	C. 10	B
8.	28 -19	A. 9	B. 8	C. 10	A
9.	18 -15	A. 5	B. 9	C. 3	C
10.	23 -17	A. 5	B. 6	C. 13	B

CHOICE #4. SUBTRACTING NUMBERS (LEVEL II)

					ANSWER
1.	55 -25	A. 30	B. 26	C. 23	A
2.	36 -18	A. 28	B. 12	C. 18	C
3.	46 -22	A. 24	B. 12	C. 18	A
4.	39 -16	A. 25	B. 23	C. 13	B
5.	54 -25	A. 19	B. 25	C. 29	C
6.	56 -29	A. 29	B. 27	C. 19	B
7.	49 -22	A. 27	B. 25	C. 17	A
8.	52 -26	A. 25	B. 26	C. 36	B
9.	51 -39	A. 12	B. 15	C. 20	A
10.	57 -28	A. 26	B. 19	C. 29	C

WORD PROBLEMS WITH ADDITION AND SUBTRACTION

The computer introduces itself and asks the student to type his or her name. A menu of four choices is presented, and the student is asked to select one. Each choice consists of a quiz. If the student gets the answer to any question wrong three times, the computer tells the answer. The choices are:

1. ADDITION WORD PROBLEMS (LEVEL I)
2. ADDITION WORD PROBLEMS (LEVEL II)
3. SUBTRACTION WORD PROBLEMS (LEVEL I)
4. SUBTRACTION WORD PROBLEMS (LEVEL II)

CHOICE #1. ADDITION WORD PROBLEMS (LEVEL I)

1. Jim had four goldfish. His father gave him three more goldfish. How many goldfish did Jimmy then have?

2. Sam had 8 apples. His mother gave him one more apple. How many apples did he have?

3. What is the sum of five and three?

4. Let's say that you had six pencils and were given 4 more. How many would you have?

5. Joan has 2 black kittens and 2 white kittens. How many kittens has she?

6. A man planted 5 trees yesterday and 4 trees today. How many trees did he plant on both days?

7. Jay had three marbles. He will go to the store today and buy four more marbles. How many will he have?

8. Mary looked up in the sky one night and saw two stars. Later that night, she saw eight more stars. How many stars did she see that night?

CHOICE #2. ADDITION WORD PROBLEMS (LEVEL II)

1. I had nine cents. Dad gave me seven more cents. How many cents do I now have?

2. Don saw two rabbits in the woods on Friday. He saw 12 rabbits in the woods today. How many rabbits did he see on both days?

3. Danny has 6 blue shirts, 5 green shirts and two red shirts. How many shirts has he?

4. Mary grew 8 white flowers, 7 yellow flowers and 2 red flowers. How many flowers did she grow?

5. Brian has two horses. If he gets 17 more, how many horses will he have?

6. Jim ran 9 miles on Sunday, 6 miles on Monday and 5 miles on Tuesday. How many miles did Jim run during the three days?

7. Mickey got one blue book, 4 pencils and 12 shirts for his birthday. How many presents did Mickey get?

8. On his birthday cake, Mickey had 2 red candles, 6 blue candles and 5 yellow candles. How many candles did Mickey have on his cake?

CHOICE #3. SUBTRACTION WORD PROBLEMS (LEVEL I)

1. Peter had three balloons. One balloon broke. How many did he have left?

2. Six minus three equals....?

3. Ruth had five marbles. She gave away two of the marbles. How many marbles did she have left?

4. Betty had six trees in her yard. If four trees were cut down, how many were left?

5. Jill owned 10 tropical fish. She gave away 2 of them. How many are left?

6. How much difference is there between eight and four?

7. Subtract 6 from 10. The answer is....?

8. An apple and an orange cost 10 cents. If an apple costs four cents, how many cents did the orange cost?

CHOICE #4. SUBTRACTION WORD PROBLEMS (LEVEL II)

1. Rex the dog weighs 25 pounds. Fred the cat weighs 9 pounds. Rex weighs how many more pounds more than Fred?

2. David is 18 years old and his sister, Sue, is 7 years old. David is how many years older than his sister?

3. Mrs. Jones had 30 pigs. She sold 15 of them. She then had how many pigs left?

4. 42 is how many more than 20?

5. Jim's father took him on a short trip. The first day they drove 55 miles. The second day they drove 44 miles. How many more miles did they drive the first day than they drove the second day?

6. Subtract 30 from 52. The answer is....?

7. Sam is 66 inches tall. His brother, Ron, is 49 inches tall. How many inches taller is Sam?

8. A grocer man had 57 apples. He sold 28 of them. How many apples did he have left?

ANSWER KEY

CHOICE #1.
1. 7
2. 9
3. 8
4. 10
5. 4
6. 9
7. 7
8. 10

CHOICE #2.
1. 16
2. 14
3. 13
4. 17
5. 19
6. 20
7. 17
8. 13

CHOICE #3.
1. 2
2. 3
3. 3
4. 2
5. 8
6. 4
7. 4
8. 6

CHOICE #4.
1. 16
2. 11
3. 15
4. 22
5. 11
6. 22
7. 17
8. 29

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